What You Need
-A mod file
-A Spectrobes: Origins ISO
-WiiScrubber

WARNING: ALWAYS make backups before installing mods with this method! Either keep a backup of the unmodified ISO or backup all of the unmodified game files, since the only way to uninstall mods that were installed this way is to follow the same steps to re-install the original file. As such, it is highly recommended that you use the Riivolution method if you can.

Step 0. If your mod file is zipped and/or in a folder, extract it. The only part of it that'll be needed is the file itself (usually .LXMF or .BRRES format). If this is your first time using WiiScrubber, then you should also run the program "CrearClave.exe" that came with your download of WiiScrubber and follow its instructions, otherwise WiiScrubber will throw an error that says "Unable to open key.bin" and won't be able to open your ISO.

Step 1. Open up WiiScrubber and select "Load ISO," then navigate to your Origins ISO and hit "Open."

Step 2. Click the + on the left side of the WiiScrubber window next to where it says "Partition:0 - DATA (0) (Spectrobes: Origins)" to expand it, then among the newly visible list click the + next to "DATA."

Step 3. Figure out where your file goes. Chances are if it's a model it belongs in the CHARA folder and if it's some sort of gameplay change like my censor removal mod it belongs in the DB folder, but if you're not sure, you can look around the game files with WiiScrubber until you find one with the same name.

Step 4. Right click the file with the same name as the mod file you're trying to install, then click "Replace." Navigate to the mod file, click "Open" to open it, click "Ok" to get out of the popup that WiiScrubber will open, then wait until it's done doing its thing. You'll be able to tell when it's done by seeing if the bottom two sections of the window are blank or not; if they're not blank, it's done. Once it's done, you can close WiiScrubber.

Step 5. Load your ISO however you choose to. The mod should take effect if you installed it correctly. If the game crashes, then either there's something wrong with your mod file (not likely unless it's something you're working on yourself), or you've replaced the wrong file.